

A.S. General Studies

ADVANCE Program Milestones

ADVANCE Milestone Requirements: All ADVANCE students must adhere to the following requirements. For Milestones #1-#3, failure to meet these milestones will prevent a student from matriculating to Mason and/or result in termination from ADVANCE. For Milestones #4-#7, failure to meet these milestones may delay matriculation to Mason.

1. Students must complete their NOVA degree within 4 years of being admitted into ADVANCE. Students are highly encouraged to be continuously enrolled at NOVA/Mason to support progress towards degree completion.
2. Students must maintain a minimum 2.5 cumulative GPA at NOVA and must have a minimum 2.5 GPA upon matriculation to Mason.
3. Students who wish to enroll at Mason for the fall semester must apply for NOVA spring graduation by March 1 or summer graduation by June 1. Students who wish to enroll at Mason for the spring semester must apply for NOVA fall graduation by October 1.
4. Students must begin developmental coursework no later than the first semester in ADVANCE at NOVA.
5. Students must take first college-level MTH course and ENG 111 in the semester immediately following the completion of any MDE or EDE courses (excluding summer).
6. In the first 30 credits, students must complete ENG 111 and ENG 112 with a C or better.
7. Students must complete a Mason Core Quantitative Reasoning course equivalent with a C or better no later than one semester before NOVA graduation. Refer to your pathway to select the appropriate MTH course(s).

ADVANCE Program-Specific Requirements:

Portfolio Requirement:

- All students in this pathway must submit a writing sample before they can matriculate in the Computer Game Design program at George Mason University. For Game Design, BFA Application Guidelines, please visit: <https://cvpa.gmu.edu/admissions/undergraduate-admissions/computer-game-design-admissions>
- For Game Design, the writing sample review requires students to complete two essays. Students should submit their essays during the term before they intend to matriculate to Mason. The portfolio deadline is October 1st for spring matriculation and March 1st for fall matriculation.

	NOVA DEGREE REQUIREMENT	Credits	Courses	MASON TRANSFER EQUIVALENT	MASON CORE/DEGREE EQUIVALENT
1	SDV Course	1	SDV 100 College Success Skills OR SDV 101 Orientation to Fine Arts (strongly recommended)	UNIV 100	General Elective
2	ENG 111	3	ENG 111 College Composition I ¹	ENGH XXX	General Elective
3	ITE 152 or CSC 110	3	ITE 152 Introduction to Digital and Information Literacy and Computer Applications OR CSC 110 Principles of Computer Science	IT 104 CS 100	General Elective
4	MTH 154 or Higher	3	MATH 154 Quantitative Reasoning	MATH 106	Quantitative
5	Science Course #1	4	BIO 101 General Biology I OR CHM 101 Introductory Chemistry OR ENV 121 Foundations of Environmental Science OR GOL 105 Physical Geology OR GOL 111 Oceanography I	BIOL 103/105 CHEM 103 EVPP 108/109 GEOL 101/103 GEOL 120/121	Nat Science
6	CST Course	3	CST 100 Principles of Public Speaking OR CST 110 Introduction to Human Communication	COMM 100 COMM 101	Oral Comm
7	ENG 112	3	ENG 112 College Composition II ¹	ENGH 101	Written Comm
8	HIS Course	3	HIS 101 Western Civilizations Pre-1600 CE OR HIS 102 Western Civilizations Post-1600 CE OR HIS 112 World Civilizations Post-1500 CE (recommended)	HIST 101T HIST 102T HIST 125	Global History
9	Humanities/Fine Arts #1	3	CST 151 Film Appreciation I	ENGH L372	Major & Arts
10	Science Course #2	4	PHY 100 Elements of Physics	PHYS 103	Major & Nat Science

11	ENG: 200-level Literature	3	ENG 225 Reading Literature: Culture and Ideas OR ENG 245 British Literature OR ENG 246 American Literature OR ENG 255 World Literature OR ENG 258 African American Literature OR ENG 275 Women in Literature OR Any 200-Level ENG Literature course ²	ENGH 202	Literature
12	Transfer Elective #1	3	ART 140 Introduction to Graphic Skills ³	AVT 110	Major & Info Tech
13	Transfer Elective #2	3	ART 121 Foundations of Drawing OR ART 141 Typography I OR ART 223 Life Drawing OR ART 231 Sculpture I OR ART 241 Painting I OR ART 271 Printmaking I OR PHT 101 Photography I	AVT 222 AVT 215 AVT L324 AVT 262 AVT 232 AVT 243 AVT 252	Major
14	Transfer Elective #3	3	CSC 221 Introduction to Problem Solving and Programming	CS ---	General Elective
15	Social/Behavioral Sciences #1	3	PSY 200 Principles of Psychology	PSYC 100	Major & Soc/Behav
16	Transfer Elective #4	3	ART 121 Foundations of Drawing OR ART 141 Typography I OR ART 223 Life Drawing OR ART 231 Sculpture I OR ART 241 Painting I OR ART 271 Printmaking I OR PHT 101 Photography I	AVT 222 AVT 215 AVT L324 AVT 262 AVT 232 AVT 243 AVT 252	Major
17	Transfer Elective #5	3	GAME 210 Basic Game Design OR ITP 160 Introduction to Game Design & Development	GAME 210	Major
18	Transfer Elective #6	3	GAME 104 Two-Dimensional Design for Games	GAME 104	Major
19	Transfer Elective #7	4	CSC 222 Object-Oriented Programming	CS 112	Major
20	Social/Behavioral Sciences #2	3	GEO 220 World Regional Geography OR PLS 140 Introduction to Comparative Politics OR PLS 241 Introduction to International Relations OR PSY 219 Cross-Cultural Psychology	GGs 101 GOVT 133 GOVT 132 PSYC L379	General Elective

A. S. GENERAL STUDIES

DEGREE TOTAL 61

For academic policies and procedures, please see NOVA catalog - <http://www.nvcc.edu/catalog/index.html>

B.F.A. Computer Game Design

	MASON DEGREE REQUIREMENT	Credits	Course	MASON CORE/DEGREE EQUIVALENT
21	Major Core	3	GAME 230 History of Game Design	Major
22	Gen Ed: Written Communication (Upper-level)	3	ENGH 302 Advanced Composition	Written Comm
23	Major Core	3	GAME 231 Three-Dimensional Game Art I	Major
24	Major Core	3	GAME 240 Gameplay Scripting Implementation I	Major
25	Major Core	3	GAME 250 Music for Film and Video	Major
26	Major Core	1	GAME 300 Portfolio Preparation	Major
27	Major Core	3	GAME 310 Digital Game Design	Major
28	Major Core	3	GAME 398 Three-Dimensional Game Art II	Major
29	Major Core	3	GAME 367 Writing and Editing Music and Sound	Major
30	Digital Media Elective	3	Approved Digital Media Elective (Upper Level See: Advisor) ⁴	Major
31	Major Core	4	GAME 330 Computer Game Platform Analysis AND GAME 331 Consumer Gaming Platform Analysis Lab	Major

32	Major Core	3	GAME 332 RS: Story Design for Computer Games	Writing Intensive
33	Major Core	1	GAME 489 Pre-Internship Seminar	Major
34	Major Core	3	GAME 410 Advanced Game Design Studio	Major
35	Digital Media Elective	3	Approved Digital Media Elective (Upper Level See: Advisor) ⁴	Major
36	Major Core	3	GAME 490 Senior Game Design Capstone (must be taken twice)	Major
37	Digital Media Elective	3	Approved Digital Media Elective (Upper Level See: Advisor) ⁴	Major
38	General Electives	2	General Elective	General Elective
39	General Electives	3	General Elective (Upper Level See: Advisor)	General Elective
40	Major Core	3	GAME 491 Internship	Major
41	Gen Ed: Apex	3	GAME 490 Senior Game Design Capstone	Apex

B.F.A. COMP. GAME DESIGN

120

DEGREE TOTAL

Denotes a course that must be taken at George Mason University while attending NOVA. Failure to complete your co-enrollment course(s) while attending NOVA can significantly affect your timeline for Mason graduation. Please see your ADVANCE Coach for more information and to enroll.

Important Academic Information:

¹Students who complete ENG 111 after Spring 2024 will earn ENGH elective for ENG 111 and ENGH 101 for ENG 112.

²200-level ENG literature classes include: ENG 225, ENG 230, ENG 236, ENG 237, ENG 245, ENG 246, ENG 250, ENG 255, ENG 256, ENG 257, ENG 258, ENG 271, ENG 275, and ENG 279.

³See Game Design advisor to request a substitution to allow AVT 110 to fulfill AVT 180 degree requirement.

⁴For approved Digital Media Elective courses, please visit: <https://catalog.gmu.edu/colleges-schools/visual-performing-arts/computer-game-design/computer-game-design-bfa/#requirements>

General Education Waiver Policy and Guidance:

- Students who complete a VCCS transfer associate degree (AS, AA, or AFA) will receive a waiver of the Foundation and Exploration (lower division) Mason Core general education categories, which can be found here: <https://catalog.gmu.edu/mason-core/> . To be eligible for the waiver, the students must provide the Mason Office of Admissions with a final, official transcript reflecting the degree conferral date. As a prerequisite for ENGH 302, ENGH 101 is not waived. Students must complete ENGH 100 or ENGH 101, or an equivalent, with a C or higher.
- When a course fulfills a Mason Core requirement **and** a major or college requirement (e.g. Major & Quant), students must complete the course listed on the pathway to fulfill the major/college requirement. Courses that fulfill only Mason Core Foundation and Exploration categories are recommendations. In most pathways, ADVANCE students must complete a Quantitative Reasoning course to matriculate through ADVANCE.
- ADVANCE students must complete the associate degree indicated on their pathway (see the ADVANCE Program Milestones listed above). Students who withdraw from ADVANCE and transfer without the associate degree or UCGS are required to complete each Mason Core general education category.

Additional General Notes & Resources:

- All GAME undergraduate students must earn a minimum 2.00 cumulative GPA in their major. All GAME courses except GAME 101 Introduction to Game Design (Mason Core), GAME 250 Music for Film and Video, and GAME 367 Writing and Editing Music and Sound must be passed with a grade of C or better.
- For academic policies and procedures, please see Mason catalog - <https://catalog.gmu.edu/policies/>
- Students seeking a bachelor's degree must apply at least 45 credits of upper-level courses (numbered 300 or above) toward graduation.